NES-NP-USA

might & magic®

ADVENTURER'S GUIDEBOOK

Might & Magic®

Secret of the Inner Sanctum

Sammy

NEW WORLD COMPUTING™

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) Avoid subjecting this high precision Game Pak to extreme temperatures and shock. Furthermore, never attempt to disassemble your game pak.
2) Do avoid touching the connectors. Store the game pak in its protective STORAGE case.
3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.
4) Pause for 10-15 minutes after 2 hours or more of continuous game playing.
   - Please note that this game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

WARNING: READ BEFORE USING YOUR NES OR SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or pattern that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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nter,

I've been expecting you.

So, you have come in search of
the Inner Sanctum ?
Many have tried and failed,
are you prepared to learn it's
secrets?

Then, come with me...

QUICK START/TECHNICAL OPERATIONS

1) Insert your MIGHT AND MAGIC™ game pak into your Nintendo Entertainment System®.

2) Depress the Power Button.

3) Choose NEW GAME option by moving arrow with your control pad and press the START Button. To restart a saved game, select the CONTINUE option on the opening screen.

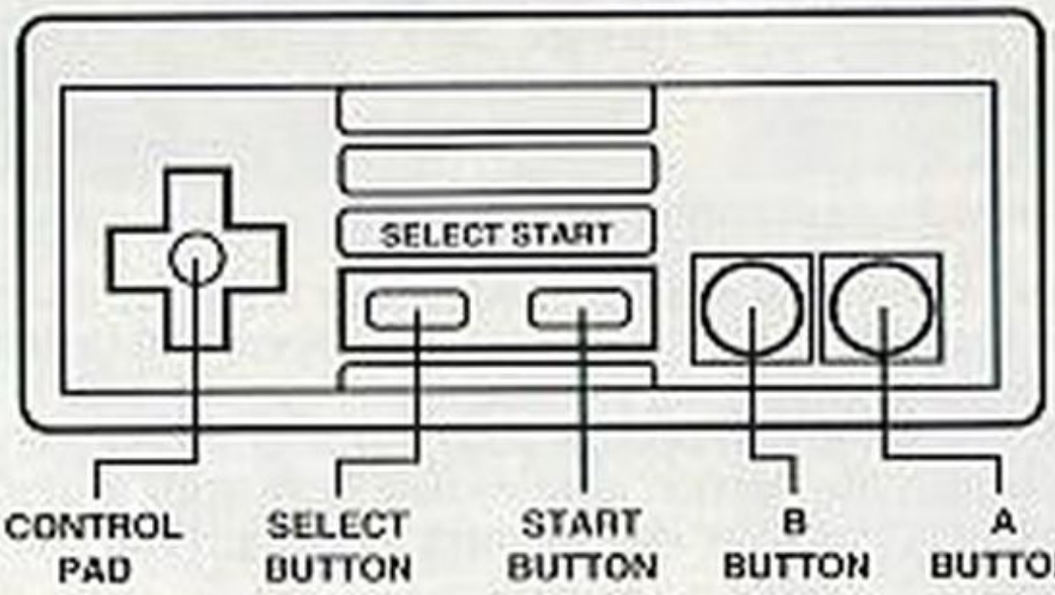
4) Use your control pad to select the letters of your character's name. Press the A Button to choose letters, and when done, press down on the control pad until ENTER is displayed. The A Button will input your character's name.

5) You will begin in front of the Inn of Sorpigal. Go inside, sign-in, and select Member. Travelers await to be chosen for the expedition.

6) Weapons and armor may be purchased at the Blacksmith.
Note: Some items will not work for all character classes, try different combinations to see which ones work best for your characters.

7) Equip your items and prepare to explore the wonders of the Inner Sanctum!

CONTROLLER OPERATIONS



Control Pad : Press UP to move your party forward and to open doors. Press LEFT or RIGHT to turn your party in that direction. Press DOWN to move your party backwards. The Control Pad also moves the command arrow in menu option selections.

A Button : Opens command windows, selects options and letters of characters' names.

B Button : Cancels command window selections. Also moves your party forward (same as pressing UP).

START Button : Press to view your character's status while traveling.

SELECT Button : Brings up Auto Mapping feature.

SORPIGAL

The path to the Inner Sanctum is wrought with danger. Riddles must ye solve before the labyrinth will release you, but beware, for beasts lie in wait to feast upon unwary travelers.

Do you still wish to continue? Very well.

From the town of Sorpigal, shall your adventure begin. All that you will need can be found there. Call upon the shopkeepers and examine their wares, you may find something you might later require. Talk to all you meet, shopkeepers and townspeople alike - there is always one who keeps an open ear. Remember, tongues flow more freely with a little persuasion. Listen closely, or else you may miss important clues.

INN

It would be wise of you to visit first the town INN. Return often, for there will be others there who will wish to join you.

Here you will also be given an option to SAVE GAME. You may choose this and temporarily end your adventure. Whenever you are ready to continue, your game will be restored.

TRAINING GROUNDS

Ample experience levels must be attained before the secrets of the Inner Sanctum can be unearthed. The TRAINING GROUNDS will aid in your promotion... for a fee, of course. Upon entrance, the training master will greet you and inform you of how many experience points (E.P.) are required to gain your next level. Upon advancement, your magic users shall automatically possess all of the spell casting knowledge for their levels.

THE TAVERN

When thirst o'ertakes you, the TAVERN offers refreshments. Leave tips, rumors may make their way towards you.

THE BLACKSMITH

A vast assortment of items, weapons, and armory are displayed within the chambers of the BLACKSMITH's shop. All of the equipment for your journey can be obtained there. Also, the BLACKSMITH will buy any items you feel are no longer necessary. However, he will only purchase them at half the original cost.

THE HOUSE

Yours is a perilous trek, and you cannot expect to travel unscathed.
Go to the Clerics when you have been injured. They possess knowledge to restore the dead, remove blindness and paralysis, and cure any ills which might befall your party.

Offer them gold - they have been known to strengthen men, or give vital hints with the proper persuasion.

THE GUILD

Once an ancient sect known only to assassins and thieves, the GUILD is a secret society rumored for its services to change the identities of those who wish to remain unknown. It can only be found within the limits of Sorpigal.

Whatever you wish to alter - be it name, race, gender, class or alignment - the Guild Master will advise you your options.

EULARD'S FINE FOOD

When stomachs' growl, and your sacks are empty, stop by this shop for sustenance. Eulard offers tasty foods for low prices. Make sure to stock-up, for no adventurer will fight for long in the cold dungeons with an empty stomach.

MAPPING

The roads you shall travel writhe and twist. Take heed, one wrong turn may take you through the same path many times over. Make your way slowly and mark your course, lest you lose yourself in the mazes of the land of Varn.

The SELECT button displays the Auto-Map. This map lays out the explored territory of the party's immediate surroundings. Pressing SELECT again, will restore your adventure.

It is wise, when you travel, to take note of your surroundings. Many a doomed traveller forgot his destination, lost the location of a checkpoint, or happened upon the same trap twice!

Remember always the sorcerer's "Locate" spell. Precision is important, and this spell will give the exact location of your party.

MENU

During your travels, options are available to aid in your discovery of the Inner Sanctum's secrets.

SEARCH : Explore your surroundings with this command. Search the area after battle and you may find a treasure-filled sack or chest.

OPEN : Locked doors may bar your path and keep you from what lies beyond. A robber should best attempt to open it with this command.

ROW : Rearrange your party's marching order.

CAMP : When hit points are low, and you are in need of rest, set up camp and regain your strength. Another menu of options will also be displayed.

SPEED : Adjust game speed with this option.

CAST : Magic has many uses. This option will allow spells to be cast when not in battle.

USE : Items may be used outside of battle with this command.

VIEW : Character profile and inventory are displayed.

PROT : Protection is important for survival. Any dangers from which your party is guarded against, can be seen with this command.

DANGER LURKS...

'Round every corner and past each doorway, a beast may li
in wait. Down dark passageways you may chance upon
creatures and strangers and special places - always be on guar

Each encounter you engage in will bring you one step close
and a few gold pieces richer, to what you seek. However, take
heed and do not foolishly battle creatures too powerful for your
party to defeat.

Encounters will produce the following options:

ATTACK : Battle preparations are made and a combat option
screen will appear.

BRIBE : Offer the creatures a bribe. If they accept you will
relieved of their presence, however, you will receiv
no EP. If they do not accept, prepare to fight!

RUN : You may try to escape to a safe place nearby,
however, if none lies close at hand, prepare for
combat.

GIVE UP : Surrenders all of your party's gold, gems, and foo
If accepted by the beasts, you will be left
undisturbed.

Be wary, for monsters may ambush you and take your part
directly into battle. Or you may stumble across a group of
creatures which you may fight or avoid.

You will encounter a variety of creatures, each with their ow
unique abilities, attacks, speeds, and armor classes. Packs as
large as 15, can be found traveling together.

BATTLE PLANS

Going into combat, you will be given these options:

AUTO : You automatically fight using the battle choice best suited for that member.

FIGHT : Whatever weapon your member is equipped with is used to combat the enemy.

SHOOT : If you are equipped with a firing weapon, you can trigger its use with this.

BLOCK : An attempt to shield a member from a creature's attack. The creature is not affected.

ROW : Re-organize your party members during battle.

CAST : Magic users can cast combat spells.

USE : Members may use items from their backpacks.

VIEW : Reveals the status of your party member.

PROT : Reveals any protection spells cast over the party.

RUN : An attempt to retreat. If unsuccessful, the member cannot choose another option.

When you select FIGHT, SHOOT, or CAST, use the arrow to indicate the enemy(s)/member(s) to be affected. If you select a spell that affects more than one enemy or member, place the cursor on the character to be targeted; the cursor will automatically move down the menu, showing the character being affected. The number of characters affected will depend on the type of spell cast.

THE DUST SETTLES

Until one side or the other retreats or is defeated, battle continues. When the dust has settled and the battle is over, the number of EP gained by each surviving member is shown. Injured members receive no EP.

Before moving a square, SEARCH the battle area. Sacks and chests, filled with treasure, ma have been left behind by some fleeing creature. Your cleric should check it for any traps or magic. Robbers are best skilled to open items with traps, but any member can open items wi no traps.

You may now continue your journey, or set up camp and heal members with low HP or MP. You should also try out any items obtained fro battle. However, be cautious of items that may be cursed. Cursed items, sometimes, may only affect certain races or classes. The House of Clerics can remove any cursed items which ma have been equipped.

SETTING UP CAMP

Weary travelers must rest in order to regain strength. Once you decide to set up camp you will notice that one unit of food will decrease from each member, also hit points and magic points will be restored. You may even have members who have "Gone Down" returned to normal health.

But do not allow yourselves to be taken off guard. Remember, all protection spells will wear off during the night, and you must recast them once you awaken.

No camping area is completely safe. Monsters may attack the camp while everyone is asleep. However, you may still fight them off. If your chosen camp site is too dangerous, you will not be allowed to set up there.

Once refreshed you will be given these options:

EQUIP : Any item from your backpack can be equipped with this command.

REMOVE : Any equipped item can be removed and placed into your backpack.

TRADE : Should you find yourself in need of an item, you can always trade with someone in your party who carries it.

DROP : If your backpack is full of items you no longer need, you can always discard it along the way.

SHARE : Gold, food, or gems can be shared with one another. You must select the "rate" by which these items are distributed.

You need not always rest to display these options. Upon choosing the "CAMP" option, you will be asked if you wish to rest. Although no hit points will be recovered if you answer "No", the camp options menu will be displayed.

GATHERING YOUR PARTY

Each member of your party is necessary for the performance of certain duties. Race, class, alignment, a sex are all part of a member's personality make-up. Each member is unique and builds attributes differently. Keep this in mind when choosing each new member.

RACE

Varn is rich with an assortment of races from across the land. Each race has its own special abilities and attributes:

HUMAN : Although they are only of average ability, they are extremely resistant to Fear and Sleep Spells.

ELF : Lacking in strength and speed, they are an intelligent race with a keen eye for accuracy with a bow weapon. They are also highly resistant to Fear.

DWARF : Poisons are ineffective against the stalwart Dwarves. What they lack in intellect, is replaced by their weapons accuracy and luck.

GNOME : Luck is always with them. Accuracy and speed are not their strong points, however, Magic Spells have no effect against these wee warriors.

HALF-ORC : Strong and accurate in combat, these fighters lack intelligence, personality, and luck. They are also not affected by Sleep Spells.

CLASS

It would be wise to travel with members of varied professio they may prove to be of great use during your adventure. Remember also that, higher endurance increases the maximum number of HP gained per level. One never know what might be encountered on the path to the Inner Sanctum.

PALADIN (PA): Prime Attributes: Might, Personality, Endurance

HP Gained Per Level: 1 - 10 / Spell Casting Skills: Clerical, at higher levels.

In legends, Paladins hailed as knightly court champions, protecting the honors of their lieges. Loyal and devout, these staunch defenders are trained to use any weapon,armor, or item unless designed for another class. combat, his only weakness is the usage of firing weapons

CLERIC (CL): Prime Attribute: Personality

HP Gained Per Level: 1 - 8/ Spell Casting Skills: Clerical, for defense and healing.

Primarily valued for their knowledge of healing and defensive magics. Clerics are also capable fighters. Chain mail or lighter armor gives them the mobility to cast their spells. Although they are limited to a club, mace, flail, sta or great hammer, they are able to carry shields.

KNIGHT (KN): Prime Attribute: Might

HP Gained Per Level: 1 - 12

Spell Casting Spells: None

Trained from birth in the art of warfare, Knights are unparalleled in combat. Capable of using any weapon, item, or armor unless designed for another class, they are formidable opponents on the battlefield. Knights, at highe levels, gain the ability to attack more than once per round

ARCHER (AR): Prime Attributes:Intellect, Accuracy
HP Gained Per Level: 1 - 10
Spell Casting Skills: Sorcerer, at higher levels.

Highly skilled with firing weapons, especially bows, Archers are beneficial to any party. Since both hands must be free for ready access to their bow, it is difficult for them to carry shields. They are able with any weapon, unless intended for another class, and are most comfortable in chain mail or lighter armor.

SORCERER (SO): Prime Attribute: Intellect
HP Gained Per Level: 1 - 6
Spell Casting Skills: Sorcerer, for offense and combat.

Powerful magicians capable of calling forces into being, Sorcerers are best used in combat. Although their only physical weapons are a club, dagger, or staff, their spell casting knowledge increases as experience and magic levels increase. They are limited to padded armor and cannot carry a shield.

ROBBER (RO): Prime Attribute: None
HP Gained Per Level: 1 - 8
Spell Casting Skills: None

Usually not considered desirable company, Robbers are useful nonetheless. Their talent to pick locks, and disarm traps make them invaluable to the party. Not overly skilled in weapons usage, they are fairly able with slings, crossbows, and all other one handed weapons. Their armor is limited to ring mail and a shield.

ATTRIBUTES

There are 7 vital attributes possessed by each member. They determine t skills and classes, by a random rating (between 3 and 18) given for each attribute. Ratings may also be affected by battle experiences and encount

INTELLECT : A member's general knowledge. Usually lower for fighters. Spell Casters and archers must possess hi ratings for effective spell usage.

MIGHT : Essential for Knights and Paladins, it measures the ov strength of a member affecting damage inflicted in batt

PERSONALITY : A little charm can go a long way. A member's charis can aid in obtaining information and increasing the spell casting ability of Clerics and Paladins.

ENDURANCE : Might is not all that is required in battle. How well a member can withstand an enemy onslaught is just i important. Stamina is needed to gain HP.

SPEED : Being quick and agile can make a difference between capture and survival. Armor classes and dodging battl blows improve with speed. The quickest always attack f

ACCURACY : Battles may be long and difficult, if creatures are no disposed of rapidly. Combat blows should be deliver swiftly and with deadly aim. Accuracy determines th success of your strikes.

LUCK : Luck is a choosy partner and is often unpredictable If he should choose to ride upon your shoulders, yo chances of succeeding greatly increase. But should Fortune turn his back, you may find yourself in dire straits.

ALIGNMENT

You will discover many things about yourself and others during your adventures. There will be members whose natures can shift from Goo to Evil, or remain Neutral.

Encounters, battles, and spells may alter a companions alignment. Locations and items, inclined towards Good or Evil, may also be encountered. Members of opposite alignment cannot enter those area or equip a found item. Neutral members may enter a restricted place, but cannot equip restricted items.

GENDER

Choose from male and female companions. Neither is physically stronger than the other. Nevertheless, it would be wise to include both.

AGE

18 years is a tender age to attempt a journey such as this. However, it will take many years to fully uncover the Inner Sanctum's secrets. Each level you gain and each 100th camp you set up will age you 1 more year. Spells and attacks can also increase your age.

Beware of the Youth Spell when you encounter it. Should you cast it and fail, you may find yourself even older.

CHARACTER STATUS

CONDITIONS

Encounters with various monsters can leave you injured after a battle. Attacks, curses, and traps may befall you, wounding your party. Your Cleric should have spells to cure most of these conditions, if not, a visit to a House Cleric is in order.

O.K. : Your normal condition.

ASLEEP : Should you succumb to a Sleep Spell, you will be momentarily disabled. Rest, Awaken Spells, and becoming the victim of another attack should rouse you from sleep.

BLIND : Watch out for creatures who attempt to blind you. Your attack effectiveness will be reduced, if they succeed.

SILENCE : Affecting only your magic users, they will not be abl to cast any spells for a certain length of time.

POISON : Once poisoned, you must cure the condition immediately. Should you delay, the toxin will sprea and decrease HP, causing a slow and painful demis

DISEASE : As lethal as poison. Disease once it has gained entrance into your body, can cause a slow demise. HP and MP are not recoverable. The condition mus be cured by a Cleric's spell or the House Clerics.

PARALYSIS : Be careful of paralyzing attacks, you will lose the ability to move your body. This condition can be remedied with rest, but severe cases may require a Cleric's spell or curing by the House Clerics.

EXPERIENCE POINTS (EP)

Acquiring knowledge is a lengthy task. It requires hard work a experience. As you venture, you will gather experience. The m experience you gain, the better your abilities and strengths and the higher your class level will become. Your exploits will earn Experience Points. E.P. are gained when enemies have been vanquished and quests completed. As you gain experience, you will earn the chance to advance in levels, magic, and strength.

MAGIC POINTS (MP)

Magic should not be wasted. It is not to be played with as it is very potent. You will begin with only a small amount of spell points. As yo knowledge and levels increase, so will the number of MP you possess.

LEVEL

With each new level comes strength, wisdom, and intelligence. Son gain the ability to battle larger monsters. Others, the knowledge to use more powerful spells. Levels can be gained through many avenues, but best through training and experience in battle.

HIT POINTS (HP)

It is invaluable to have a great number of Hit Points. For the warri who possesses a high number, he or she can sustain much punishment in battle. Train often, and your maximum number of points will increase. But take heed. If your number reaches 0 in a combat, you will fall faint; more than this, and you are surely doom

ARMOR CLASS (AC)
The greater the Armor Class, the more protection a warrior has during a battle. You must acquire shields, protection, and such things to raise your Armor Class.

EXPERIENCE POINTS (EP)
Your adventures in Varn are bound to give you much experience in combat and cunning. Your reward is Experience Points, which, when they have reached a certain level, aid you in the advancement of levels, and the acquisition of magic and strength.

GEMS
Gems are critical to the casting of strong magical spells. Seek them wherever possible.

GOLD
Of course, you will require Gold to buy better weapons, food and drink, and the aid of certain solicitors.

FOOD
One unit of Food will feed a warrior for a day, and is direly needed by the wounded and weak. But you can only carry as much as 40 units worth.

BACK PACK
That which cannot be carried by hand must be stored in the Backpack. If you wish to use items from here, activate the "Use" function.

ARMOR, WEAPONS, & EQUIPMENT
Seven types of armor, 22 different weapons, and a wide variety of items (Rope, torches, etc..) are available for purchase. Hundreds of other items may also be discovered during your travels.

Many of the items you seek will be on sale in a town store. Choose wisely, and be frugal.

MAGIC SPELLS

Magic spells are divided amongst the clerics and sorcerers. A total of 94 spells can be learned (47 for each category).

A spell caster may cast spells at any level up to the maximum level shown in the character's profile. New spells are learned as you gain new experience.

The spell descriptions include:

NAME : General description of the spell.

TYPE : The number of magic points (MP) and sometimes gems required to cast the spell.

CAST : When and where the spell may be cast.

EFFECTS : Character(s) or monster(s) affected by the spell.

DESCRIPTION : Additional information about the spell.

CLERICAL SPELLS

LEVEL 1

NAME: Awaken
COST: 1 MP
TYPE: Combat
AFFECTS: Any sleeping party member
DESCRIPTION: Instantaneously cancels the sleep condition. May be critical if party is attacked during camp.

NAME: Bless1
COST: 1 MP
TYPE: Combat
AFFECTS: 1 Enemy
DESCRIPTION: Attempts to turn any undead monster instantly into ash.

NAME: BLIND
COST: 1 MP
TYPE: Combat
AFFECTS: 1 Enemy
DESCRIPTION: Blinds the affected monster for the duration of combat or until it overcomes the spell.

NAME: AIM
COST: 1 MP
TYPE: Combat
AFFECTS: Entire Party
DESCRIPTION: Increases the accuracy in which all characters fight. The spell lasts for the duration of one combat round.

NAME: LIGHT
COST: 1 MP
TYPE: Non-Combat
AFFECTS: Entire Party
DESCRIPTION: Lights up one dark space surrounding the party. Multiple light spells can be cast to accumulate multiple light factors.

NAME: P-FEAR
COST: 1 MP
TYPE: Anytime
AFFECTS: Entire Party
DESCRIPTION: Increases all characters resistance to fear and spells of intimidation. Spell lasts one day.

NAME: CURE 1
COST: 1 MP
TYPE: COMBAT
AFFECTS: 1 Character
DESCRIPTION: Heals minor battle wounds, restoring 8 HP to that character.

NAME: CURE 3
COST: 1 MP per experience level + 1 Gem
TYPE: Anytime
AFFECTS: 1 Character
DESCRIPTION: Restores 1-10 of the characters HP.

LEVEL 2

NAME: CURE 1
COST: 2 MP
TYPE: Anytime
AFFECTS: 1 Character
DESCRIPTION: Cures most serious wounds. Restores 15 HP to one character.

NAME: HERO 1
COST: 2 MP + 1 Gem
TYPE: Combat
AFFECTS: 1 Character of some alignment as caster
DESCRIPTION: Bestows 6 additional HP and temporarily raises the character two levels in experience. Spell lasts for the duration of one combat round.

NAME: PAIN
COST: 2 MP
TYPE: Combat
AFFECTS: 1 Enemy. Not Undead
DESCRIPTION: Cripples monsters with pain. Inflicts 2-12 damage points unless the monster is immune to pain.

NAME: P-COLD
COST: 2 MP
TYPE: Anytime
AFFECTS: Entire Party
DESCRIPTION: Increases all characters' resistance to cold or freezing spells. Spell lasts one day.

NAME: P-FIRE
COST: 2 MP
TYPE: Anytime
AFFECTS: Entire Party
DESCRIPTION: Increases all characters' resistance to fire o heat spells. Spell lasts one da

NAME: P-POIS
COST: 2 MP
TYPE: Anytime
AFFECTS: Entire Party
DESCRIPTION: Increases all characters' resistance to poiso and poisonous spells. Spell las one day.

NAME: SILEN
COST: 2 MP
TYPE: Combat
AFFECTS: 1 Enemy
DESCRIPTION: Prevents the monster from casting spells fo the duration of one combat round or until it overcomes th spell.

NAME: SUGGES
COST: 2 MP
TYPE: Combat
AFFECTS: 1 Enemy
DESCRIPTION: Coerces monst into refraining from attack. La for the duration of one combat round or until monster overcomes the spell.

LEVEL 3

NAME: FOOD
COST: 3 MP + 1 Gem
TYPE: Non-Combat
AFFECTS: Spell Caster
DESCRIPTION: Adds 6 food units to the casters supply.

NAME: C-BLIND
COST: 3 MP
TYPE: Anytime
AFFECTS: 1 Character
DESCRIPTION: Restores sight to that character, removing the blinded condition.

NAME: C-PARA
COST: 3 MP
TYPE: Anytime
AFFECTS: 1 Character
DESCRIPTION: Restores movement to that character, removing the paralyzed condition.

NAME LIGHT 2
COST: 3 MP
TYPE: Non-Combat
AFFECTS: Entire Party
DESCRIPTION: Bestows 20 factors of light on the party. For use when dispelling darkness.

NAME: FLAME
COST: 3 MP
TYPE: Combat
AFFECTS: 1 Enemy
DESCRIPTION: Attacks monster with a jet of flame inflicting 3-18 points of damage.

NAME: FROST
COST: 3 MP
TYPE: Combat
AFFECTS: 1 Enemy
DESCRIPTION: Attacks monster with severe frostbite, inflicting 3-18 points of damage.

NAME: QUEST
COST: 3 MP
TYPE: Non-Combat
AFFECTS: Entire Party
DESCRIPTION: Releases party from its commitment to a quest.

NAME: FLOAT
COST: 3 MP + 1 Gem
TYPE: Non-Combat
AFFECTS: Entire Party
DESCRIPTION: Creates a floating sand dune which the party may walk on over water. Spell lasts one day.

LEVEL 4

NAME: C-DIS
COST: 4 MP
TYPE: Non-Combat
AFFECTS: 1 Character
DESCRIPTION: Restores full health to a sick character. Removes the Disease condition.

NAME: C-POIS
COST: 4 MP
TYPE: Non-Combat
AFFECTS: 1 Character
DESCRIPTION: Flushes poison out of a character's system. Removes the Poison condition.

NAME: P-ACID
COST: 4 MP
TYPE: Anytime
AFFECTS: Entire Party
DESCRIPTION: Increases all characters' resistance to acid attacks. Spell lasts one day.

Name: P-ELEC
COST: 4 MP
TYPE: Anytime
AFFECTS: Entire Party
DESCRIPTION: Increases all characters' resistance to electrical attacks. Spell lasts one day.

NAME: ALIGN
COST: 4 MP + 2 Gems
TYPE: Non-Combat
AFFECTS: 1 Character
DESCRIPTION: Restores a character to its original alignment.

NAME: FLASH
COST: 4 MP
TYPE: Combat, Outdoors
AFFECTS: Up to 3 enemies, no in hand to hand combat.
DESCRIPTION: Zaps monsters with lightning bolts inflicting 4-32 points of damage.

NAME: HERO 2
COST: 4 MP + 2 Gems
TYPE: Combat
AFFECTS: 1 Character
DESCRIPTION: Temporarily bestows 10 additional HP and raises the character 3 levels of experience for one combat round.

NAME: RISE
COST: 4 MP + 2 Gems
TYPE: Non-Combat
AFFECTS: Entire Party
DESCRIPTION: Instantly transports all party members from an underground location the surface.

LEVEL 5

NAME: SWARM
COST: 5 MP
TYPE: Combat, Outdoor
AFFECTS: All Enemies
DESCRIPTION: Sends a swarm of killer insects against the enemies, inflicting 2-20 damage points each.

NAME: PARALY
COST: 5 MP
TYPE: Combat
AFFECTS: All enemies in hand to hand combat
DESCRIPTION: Attempts to immobilize all monsters and prevent them from fighting.

NAME: DISPEL
COST: 5 MP
TYPE: Anytime
AFFECTS: All Characters and enemies
DESCRIPTION: Cancels all magic spells currently active for both characters and monsters.

NAME: COND
COST: 5 MP + 3 Gems
TYPE: Anytime
AFFECTS: 1 Character
DESCRIPTION: Releases character from all undesirable conditions except death and stone.

NAME: LEVEL
COST: 5 MP + 3 Gems
TYPE: Anytime
AFFECTS: 1 Character
DESCRIPTION: Restores 1-5 experience levels that may have been lost due to level drains.

LEVEL 6

NAME: MOON
COST: 6 MP + 4 Gems
TYPE: Combat, Outdoors
AFFECTS: All Characters and enemies
DESCRIPTION: Bathes both parties in a moon ray that bestows 3-30 HP on each character and removes 3-30 HP from each enemy.

NAME: LIFE 1
COST: 6 MP + 4 Gems
TYPE: Anytime
AFFECTS: 1 Character
DESCRIPTION: Brings the character back to life, removing the dead condition. If spell fails, character may be eradicated.

NAME: AGE
COST: 6 MP + 4 Gems
TYPE: Non-Combat
AFFECTS: 1 Character
DESCRIPTION: A fountain of youth that trims 1-10 years of age from a character. Spell carries some risk of producing the opposite effect.

NAME: C-STONE
COST: 6 MP + 4 Gems
TYPE: Anytime
AFFECTS: 1 Character
DESCRIPTION: Re-animates a character who has been turned to stone.

NAME: TOWN
COST: 6 MP + 4 Gems
TYPE: Non-Combat
AFFECTS: Entire Party
DESCRIPTION: Opens a temporary portal to any town and moves the party to that town.

LEVEL 7

NAME C-BODY
COST: 7 MP + 10 Gems
TYPE: Combat
AFFECTS: Entire Party
DESCRIPTION: Restores all characters HP and removes all undesirable conditions.

NAME: BLESS 2
COST: 7 MP + 5 Gems
TYPE: Combat
AFFECTS: All Undead Monsters
DESCRIPTION: Completely devastates all undead monsters.

NAME: P-ELEM
COST: 7 MP + 5 Gems
TYPE: Anytime
AFFECTS: Entire Party
DESCRIPTION: Increases all characters' resistance to fear, cold, fire, poison, acid, and electricity. Spell lasts one day.

NAME LIFE 2
COST: 7 MP + 5 Gems
TYPE: Non-Combat
AFFECTS: 1 Character
DESCRIPTION: Removes the eradicated condition from a character, adds 10 years to age, and subtracts 1 point of endurance. There is a chance that this spell will fail.

NAME: NOVA
COST: 7 MP + 5 Gems
TYPE: Combat, Outdoors
AFFECTS: 1 Enemy
DESCRIPTION: Sears the monster with a focused ray of deadly light inflicting 50-100 damage points.

SORCERER SPELLS

LEVEL 1

NAME: AWAKEN
COST: 1 MP
TYPE: Combat
AFFECTS: All sleeping party members
DESCRIPTION: Awakens all sleeping party members and cancels the sleep condition.

NAME: DETECT
COST: 1 MP
TYPE: Non-Combat
AFFECTS: Spell Caster
DESCRIPTION: Reveals any magical items in a caster's backpack and notes the remaining charges. Also detects magic inside a chest, box, etc.

NAME: VOICE
COST: 1 MP + 1 Gem
TYPE: Combat
AFFECTS: 1 Enemy
DESCRIPTION: Zaps the monster with a screaming blast of pure energy. Inflicts 1-4 damage points per level of caster.

NAME: FLAME
COST: 1 MP
TYPE: Combat
AFFECTS: 1 Enemy
DESCRIPTION: Sends a burning shaft into the monster and inflicts 1-6 points of damage.

NAME: ARMOR
COST: 1 MP
TYPE: Anytime
AFFECTS: Entire Party
DESCRIPTION: Toughens all characters' skin so that attack from monsters bounce off.

NAME: LIGHT 1
COST: 1 MP
TYPE: Non-Combat
AFFECTS: Entire Party
DESCRIPTION: Gives the party 1 light factor. Multiple light factors may be cast to accumulate light factors.

NAME: LOCATE
COST: 1 MP
TYPE: Non-Combat
EFFECTS: Entire Party
DESCRIPTION: Gives exact location of the party. This spe is highly useful when making a map.

NAME: SLEEP:
COST: 1 MP
TYPE: Combat
AFFECTS: Up to 5 enemies
DESCRIPTION: Casts monsters into a deep sleep preventing them from attacking. Spell last until monster is damaged or overcomes the spell.

LEVEL 2

NAME ARROW
COST: 2 MP
TYPE: Combat
AFFECTS: 1 Enemy
DESCRIPTION: Magical arrow pierces a monster, inflicting 2-12 damage points.

NAME: ASLEEP
COST: 2 MP
TYPE: Combat
AFFECTS: 1 Enemy
DESCRIPTION: Hypnotizes monster to prevent attacking. Effect lasts until monster is damaged or overcomes the spell.

NAME: ENEMY
COST: 2 MP + 1 Gem
TYPE: Combat
AFFECTS: 1 Enemy
DESCRIPTION: Reveals the true identity of a monster.

NAME: JUMP
COST: 2 MP
TYPE: Non-Combat
AFFECTS: Entire Party
DESCRIPTION: Gives all characters super strength, allowing them to jump 2 squares forward, provided there are no magical force fields in the way.

NAME: LEVIT
COST: 2 MP
TYPE: Non-Combat
AFFECTS: Entire Party
DESCRIPTION: Raises all characters above the ground protecting them from various dangers for one day.

NAME: POWER
COST: 2 MP
TYPE: Combat
AFFECTS: 1 Character
DESCRIPTION: Boosts all characters Might by 1-4 points for the duration of the battle.

NAME: SCARE
COST: 2 MP
TYPE: Combat
AFFECTS: 1 Enemy
DESCRIPTION: Strikes fear into the monster's heart, decreasing the probability of attack.

NAME: QUICK
COST: 2 MP
TYPE: Combat
AFFECTS: 1 Character
DESCRIPTION: Boosts a characters' speed by 1-4 points for the duration of a combat.

LEVEL 3

NAME: FIRE
COST: 1 MP per experience level of caster + 1 Gem
TYPE: Combat
AFFECTS: 1-5 Enemies not in hand to hand combat
DESCRIPTION: Rolls a deadly ball of flame into the monsters' midst, inflicting 1-6 points of damage for each monster.

NAME: FLY
COST: 3 MP
TYPE: Non-Combat, Outdoors
AFFECTS: Entire Party
DESCRIPTION: Grants magical flight to all characters, enabling them to teleport anywhere in the outside region.

NAME: MIST
COST: 3 MP + 1 Gem
TYPE: Combat
AFFECTS: Entire Party
DESCRIPTION: Drops an invisible mist over all characters, greatly decreasing the monsters chance of attack.

NAME: BOLT
COST: 1 MP Per experience level of caster + 1 Gem
TYPE: Combat
AFFECTS: 1-3 Enemies
DESCRIPTION: Blasts the monsters with a gigantic lightning bolt inflicting 1-6 damage points on all monsters.

NAME: ROOM
COST: 3 MP
TYPE: Combat
AFFECTS: Entire Party
DESCRIPTION: Creates more room for your characters in battle, allowing the first 5 characters to engage in hand t hand combat.

NAME: SLOW
COST: 3 MP
TYPE: Combat
AFFECTS: All Enemies
DESCRIPTION: Places an invisible force field around all monsters, slowing them down 1/2 their original speed.

NAME: WEAKEN
COST: 3 MP + 1 Gem
TYPE: Combat
AFFECTS: All Enemies
DESCRIPTION: Drains power from all monsters, reducing ea monster's HP by 2 and AC by

NAME: WEB
COST: 3 MP
TYPE: Combat
AFFECTS: 1-5 enemies not in hand to hand combat
DESCRIPTION: Wraps 1-5 monsters in a supernatural we preventing them from fighting the duration of combat.

LEVEL 4

NAME: ACID
COST: 4 MP
TYPE: Combat
AFFECTS: 1 Enemy
DESCRIPTION: Launches a corrosive acid that inflicts 3-30 damage points.

NAME: 4 MP
TYPE: Combat
AFFECTS: 1 Enemy
DESCRIPTION: Attacks with a beam of intense cold that penetrates the monster's heart, inflicting 4-40 damage points.

NAME: MIND
COST: 4 MP + 2 Gems
TYPE: Combat
AFFECTS: 1 Enemy
DESCRIPTION: Removes the monster's brain, disabling all its abilities during the battle.

NAME: FROST
COST: 4 MP
TYPE: Combat
AFFECTS: 1 Enemy
DESCRIPTION: Freezes the monster, preventing it from attacking for the duration of combat.

NAME: GUARD
COST: 4 MP
TYPE: Non-Combat
AFFECTS: Entire Party
DESCRIPTION: Places a supernatural guard dog over party preventing surprise attacks for one day.

NAME: P-PSYC
COST: 4 MP + 2 Gems
TYPE: Anytime
AFFECTS: Entire Party
DESCRIPTION: Grants all characters immunity from mind influencing spells for one day.

NAME: SHIELD
COST: 4 MP + 2 Gems
TYPE: Combat
AFFECTS: Entire Party
DESCRIPTION: Creates an invisible shield which surrounds the party and protects all characters from most attacks.

NAME: RUN
COST: 4 MP + 2 Gems
TYPE: Combat
AFFECTS: Entire Party
DESCRIPTION: Creates a warp in time, allowing party to retreat from most battles safely.

LEVEL 5

NAME: ACID 2
COST: 5 MP
TYPE: Combat, outdoors
AFFECTS: All enemies, not in hand to hand combat
DESCRIPTION: Unleashes a torrent of acid rain inflicting 5-50 damage points on each monster.

NAME: DISPEL
COST: 5 MP
TYPE: Anytime
AFFECTS: All characters and enemies
DESCRIPTION: Cancels all magic spells currently active in both parties.

NAME: DEATH
COST: 5 MP + 3 Gems
TYPE: Combat
AFFECTS: 1 Enemy, not undead
DESCRIPTION: Finger of death touches and destroys monster.

NAME: SHELTER
COST: 5 MP + 3 Gems
TYPE: Non-Combat
AFFECTS: Entire Party
DESCRIPTION: Provides one d
of rest, free from any encounte

NAME: TELEPORT
COST: 5 MP + 3 Gems
TYPE: Non-Combat
AFFECTS: Entire Party
DESCRIPTION: Instantly move
the party from its present position, up to 9 squares in an
direction.

LEVEL 6

NAME: SWORD
COST: 6 MP + 4 Gems
TYPE: Combat
AFFECTS: All Enemies
DESCRIPTION: A magical dancing sword that moves with lightning speed and slices through all monsters, inflicting 1-30 damage points each.

NAME: ASH
COST: 6 MP + 4 Gems
TYPE: Combat
AFFECTS: 1 Enemy
DESCRIPTION: Disintegrates a character to a pile of dust, in other words, decimating it.

NAME: WARP
CAST: 6 MP + 4 Gems
TYPE: Non-Combat
AFFECTS: Entire Party
DESCRIPTION: Alters all characters' molecular structure long enough to allow them to move one square forward through any barrier.

NAME: P-CAST
COST: 6 MP + 4 Gems
TYPE: Anytime
AFFECTS: Entire Party
DESCRIPTION: Increases all characters resistance to magic. Amount of increase depends on the experience level of caster.

NAME: C-ITEM
COST: 6 MP + 4 Gems
TYPE: Non-Combat
AFFECTS: Spell Caster
DESCRIPTION: Restores 1-4 charges to any item in the caster's back pack. Some risk that the spell may fail and destroy the item.

LEVEL 7

NAME: ASTRAL
COST: 7 MP + 5 Gems
TYPE: Non-Combat
AFFECTS: Entire Party
DESCRIPTION: Transports all characters to the astral plane. This highly dangerous place is otherwise impossible to reach.

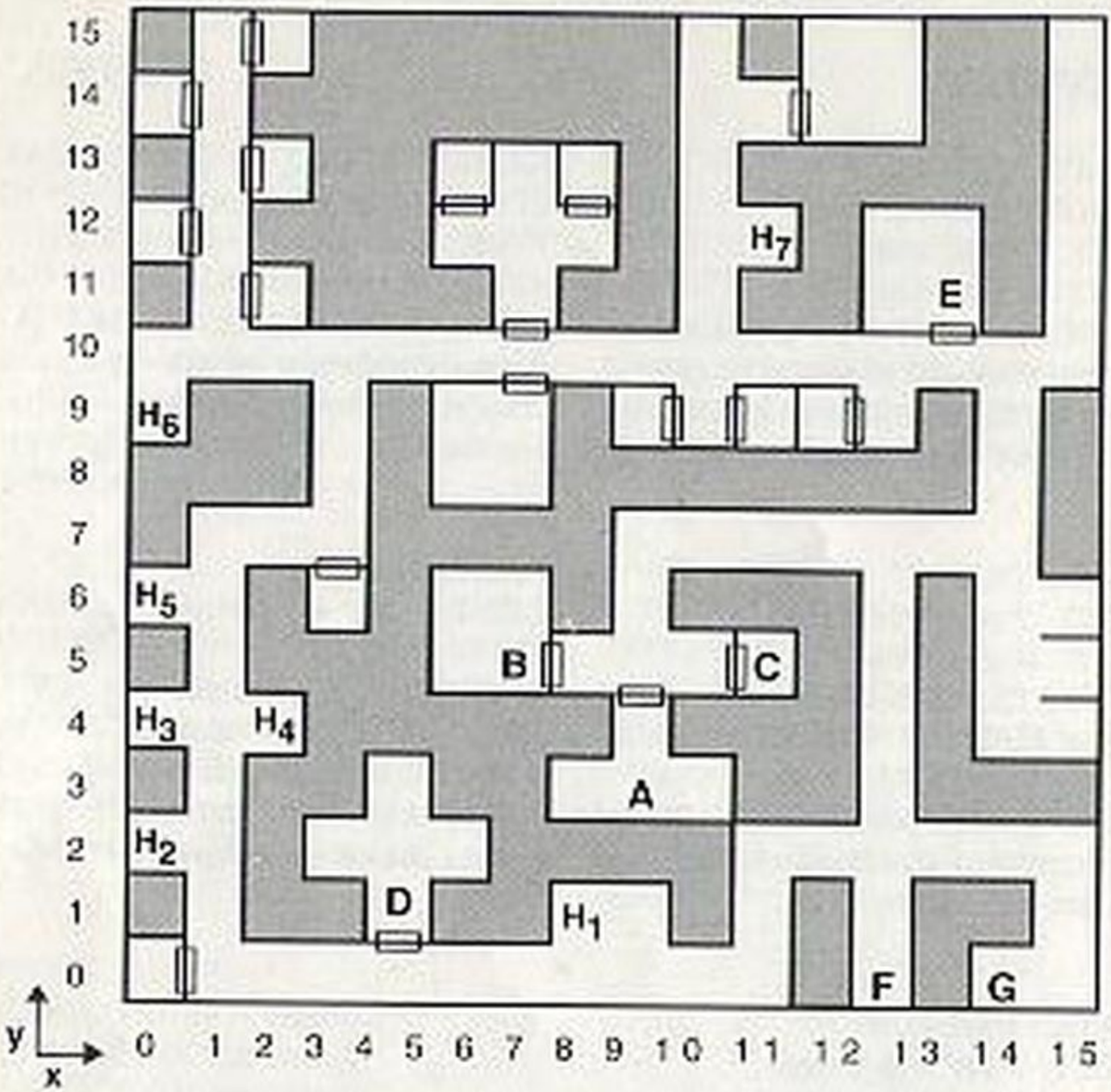
NAME: DUPLIC
COST: 7 MP + 100 Gems
TYPE: Non-Combat
AFFECTS: Spell Caster
DESCRIPTION: Allows the caster to duplicate any 1 item in the caster's back pack. Small chance that the spell will fail and destroy the item.

NAME: METEOR
COST: 7 MP + 5 Gems
TYPE: Combat, outdoors
AFFECTS: All enemies
DESCRIPTION: Buries all monsters under a hail of meteors, inflicting 1-120 damage points on each monster.

NAME: REFLEC
COST: 7 MP + 5 Gems
TYPE: Combat
AFFECTS: Entire Party
DESCRIPTION: Reduces the damage inflicted on all characters by 1/2 during combat.

NAME: PRISM
COST: 7 MP + 5 Gems
TYPE: Combat
AFFECTS: All Enemies
DESCRIPTION: A random powerful spell that has completely unpredictable effects on all monsters.

EXAMPLE OF TOWN 1



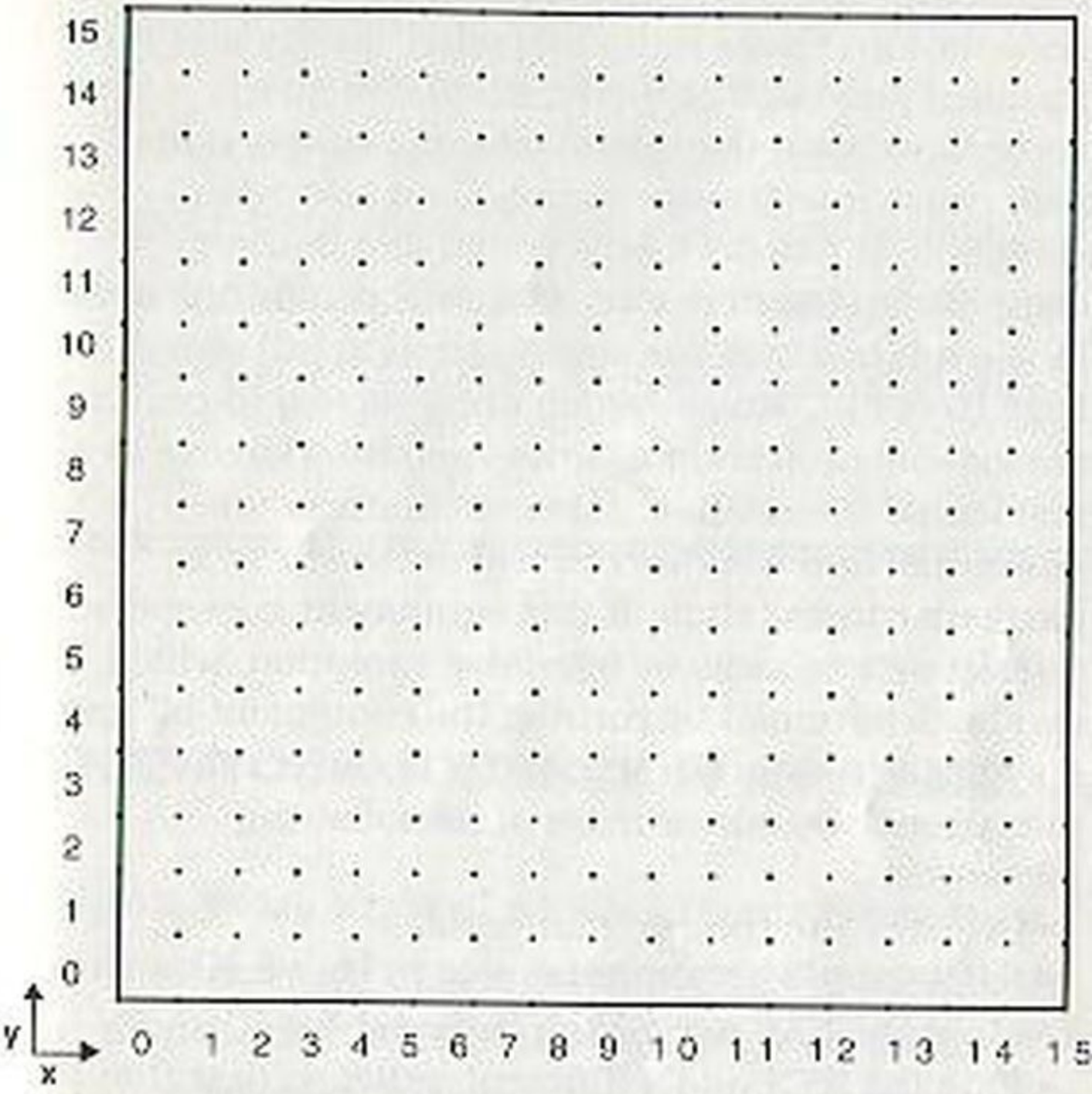
AREA:

Town #1 Sorpigal — Map Sector C-2
Surface X=10 Y=10 — Inn Located at X=8 Y=3

NOTES:

A - Inn of Sorpigal
B - Blacksmith shop
C - Market
D - Clerical House
E - Training Grounds
F - Path to the Outdoors
G - Stairs going down
H - Statues (1-7)

BLANK MAP



AREA:

NOTES:

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- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
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- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems— This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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